

Liverpool John Moores University

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Title: Critical Media Contexts
Status: Definitive
Code: **7001CT** (126068)
Version Start Date: 01-08-2021

Owning School/Faculty: Liverpool Screen School
Teaching School/Faculty: Liverpool Screen School

Team	Leader
Mark Smith	Y
Christopher Chadwick	

Academic Level: FHEQ7 **Credit Value:** 30 **Total Delivered Hours:** 32

Total Learning Hours: 300 **Private Study:** 268

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	10
Seminar	20
Tutorial	2

Grading Basis: 50 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	Blog	Digital Portfolio researching practice and contexts of creative media and technology (3000 words)	50	
Presentation	Pres	Deliver a conference based presentation based on key findings of the portfolio	50	

Aims

1. For students to gain an understanding of the foundations of creative technology
2. To introduce students to learning creative and critical thinking by enquiry
3. To introduce students to creative and cultural economies

Learning Outcomes

After completing the module the student should be able to:

- 1 Evidence understanding of contextual debates and research legacies pertaining to creative media and technologies.
- 2 Deliver a research informed presentation that demonstrates sophisticated skills in respect of complex issues, informed judgments, insights, interpretations.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Digital Portfolio	1
Presentation	2

Outline Syllabus

This module introduces key legacies of creative technology and explores selected creative media concepts, practices and critical perspectives. It presents students with a series of theoretical, creative and industry focused debates and allows the development of critically informed analysis.

Learning Activities

The module will involve a series of lectures, including guest speakers, outlining important aspects of the creative media/technology sector with learning consolidated through seminars and tutorial support. Findings will be documented in a research blog and then key findings and insights that align with individual interests and concerns are presented to the class.

Notes

This module introduces students to many of the key theories and artefacts that act as a foundation for the advances in digital and interactive narrative practice; what we can now describe as the field of, 'Creative Technology'.

Students are additionally reminded of the importance of rigorous contextual research to inform their practice and that this underpins study at post-graduate level.